



# BORIS THE SPIDER

A Journal of Duplicitous Doings,  
Rat Power, and Naked Greed

*"Oh, what a tangled web we weave  
When first we practice to deceive!"*  
--Sir Walter Scott--



VOLUME III, #1

21 Jan 98

## New Volume, Old Headaches

Well, the transition from GRAPHICWRITER III on my Apple Iigs to MACPUBLISHER on my Mac 68000 CD hasn't been painless. The major problem is that MACPUB hasn't recognized my Inkjet printer yet, so we're using the Imagewriter dot-matrix printer for this issue. I apologize for the somewhat fuzziness of the print, but it was either that or another week or two delay getting this out. As it is, I've killed most of a three-day weekend getting the format down. I haven't been able to transfer my game loans over yet, so they're being passed on using Post-it glue.

"Boris XI" has ended, so it is only fitting that we have a quorum for "Boris XII". The players shall be Fowler, Anderson, Gunar, McCabe, Shaddlett, Fisher, and Pryling with Boyum and Martinson as the first & second alternates (and since Gunar hasn't been heard from in several months, likely one will be a starter). Due next time from these worthies will be their country choice. Anyone else interested should send their preferences in case three (or more) of the above change their minds.

Starting this time is SETTLERS OF CATAAN with Osborne, Anderson, K. Wilson, and Chinnery. See p. 16 for details. Need an alternate in case Osborne NMFs again. MAGIC REALM also begins this time with a cast of 7. Now if we could just get T's Old Bat and DO in the game...

**STANDBY ALERT:** We have possible openings for the following positions:

ADVANCED CIVILIZATION: Assyria (Weich has first dibs)

DUNES: Emperor

AGE OF ENLIGHTENANCE: "Rats for Sale": Osmos

SETTLERS OF CATAAN: Player #3

Interested parties should send in orders for each position they are interested in. If the present player again fails to submit orders on time, a random drawing will be held.

## BORIS'S BULLETIN BOARD

**THOUGHT FOR THE MONTH:** "It is a bias to think that the art of war is just for killing people. It is not to kill people. It is to kill evil. It is a strategy to give life to many people by killing the evil in one person." --Yagyu Munenori

## BOOS & KUDOS

This month's Madame Bolduc Press Excellence Award goes to *Ron Fisher* for "Boris XI" press.

This month's Ms Nar Super-Sudsy Bomb is lobbed at Debbie Osborne (again)

**PERSONAL COMMUNICATION HERE (maybe)**

**Deadline for most games is Noon CST 14 Feb 98**

# TURKEY WINS! French Frolod Fall 1911

X  
1996G

**MINAS MOROCCO:** This harvest time again in France, so again the military has thrown down its weapons and joined the orgiastic festival of grape harvesting. "Best cure for trenchfoot known," avowed a crusty French sergeant as he stomped out the vintage of '11. The Turks, meanwhile, have did some stomping of their own while the French danced and the Germans desperately tried to keep up - to no avail. Turkey has gained critical mass. Europe, and hence the World, belongs to militant Islam.

## TROOP MOVEMENTS

France is NBR so GM retreats P Spa and A Pic-Ob. Germany retreats A QAL to WAR and Russia retreats A MOS to WAR so both are eliminated.

**FRA** (Ost-Mos): NBR1: A Gas-Hu, A Mar-Hu;

**GER** (Boym): (A Vie S A Tri-Tri), A Bob S A Vie, A Mun S P Den-Kiz, A Bur-Par, (A Tri-Tri, A Wal-Bel, P Hwy-Nin, P StPac) H, P Bro-Mid, P Den-Kiz, P Eng C A Wal-Bel, P Pic-Bro;

**RUS** (Anderson): A Sil-Ber, (P Kie S A Sa-Berlin-???)

**TUR** (York): A Mos S A Ukr-War, P Ion-Tyn, A Ukr-War, A Rum S A Gal, (P Pic-Mari, A Ven S A Tri, (A Tri S Bud-Vie), A Gal S Bud-Vie, P Adr-Ion, A Bud-Vie, P Ang H, P Wes-Spaact, P Lys S P Wes-Spaact, P Spaisy-Por.

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; nso = unit not in ordered; nsp = no such place; nsu = no such unit; otk = off the board; otm = unit on the move; ut = unit unordered.

Russian P NIE must retreat otk or to BAL, HRL, or HOL.

## SUPPLY CENTER CHART

**FRA:** Mar-Por-Spa-Par

(1) Tear 1

**GER:** Ber-Kie-Mun-Bel-Den-Hol? Swr-Ion-May-Eil-Lpi-Vie-Bre-Par-StP

(13/12) Bul 1/Even

**RUS:** War-StP-Mos-Ber-H-12

(1/2) Tear 1/Even

**TUR:** Ank-Con-Smy-Bul-Gre-Rum-Ser-Tri-Ven-Nap-Bud-Fom-Tun-Ser-Mos  
+Por+Spa+War

(18) Bul 4, WINSE

Due next time are the retreat and end of game statements.

## EMBASSY HEAT

Germany - Russia = Try to concentrate on the game my feeble-minded Tear. The Turk is kicking your butt and is about to win the game. Do you enjoy Turkish intrigue in your backside?

Russia - Germany: Quit facing my centers, Doozus.



# Germany Awakes! Austria, Germany On Last Legs!

Fall 1985

XI

1997D

**MIRKWOOD:** The exiled Andrew, Duke of York, has assumed command of German forces in the absence of his cousin Kaiser Seth, but it appears the damage is done. Both German Empires have been reduced to a single unit dependent upon a captured supply center. England, Italy, and France are the main beneficiaries (and architects) of their decline. The Russians and Turks meanwhile bide their time for soon the West will realize the danger posed by the "New Roman Empire", which is very much caught between the four of them.

## TROOP MOVEMENTS

Turkish F GRE retreated to ALB.

AUSTRIA (Boym): 1A Gre S A Ser], 1A Ser S A Gre(d);

ENGLAND (Anderson): 1A StP-Mos], F Nwy-Nrg, F Kle-Hol, F Nth S F Kle-Hol, F Lon-Eng, A Wal H, F Cjy-Lpl;

FRANCE (Martinson): 1A Bel-Hol], F Mid H, 1A Par-Bur], 1A Bur-Ruh], 1A Pic-Bel];

GERMANY (York): 1A Hol-Kie(d), 1A Sil-War], 1A Ruh S A Hol-Kie];

ITALY (Wilson): A Mun-Ber, A Tri-Vic, A Nap-Tri, F Ion C A Nap-Tri, F Adr C A Nap-Tri, F Tyn S F Ion];

RUSSIA (Fisher): 1A Mos S A Gal-War], 1A Gal-War], A Bud S A Rum-Ser, A Rum-Ser, F Bla-Rum];

TURKEY (McCabe): A Con-Bul, (F Alb-Gre), F Aeg S A Con-Bul, F Ank-Con];

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; nso = unit not so ordered; nsp = no such place; nsu = no such unit; oth = off the board; otm = unit on the move; (u) = unit unordered.

## SUPPLY CENTER CHART

AUS: -Ser Bul +Gre

(1) Even

ENG: Edl Lon Nwy Swe Den Lpl Kle StP +Hol

(9) Build 2

FRA: Bre Nar Par Por Spa +Bel

(6) Build 1

GER: -Ber-Hol War-Bel

(1) Tear 1

ITA: Nap Rom Ven Tri Tun Mun +Ber +Vic

(8) Build 2

RUS: Mos Sev Rum-Vic Bud +Ser

(5) Even

TUR: Ank Con Smy-Gre +Bul

(4) Even

Due next time are builds/tears and orders for Spring 1986.

## EMBASSY BEAT

Moscow, outside the Tsar's study:

"We hired who for the foreign minister?"

"Ah, Fisher, Sir...late of England, and Italy before that."

"The one who scuttled the last English fleet after Germany invaded the British Isles?"

"Yes, Sir...He does have a lot of experience..."

"As what--a dart board? He's been stabbed out of his last four governmental positions. I thought you were supposed to learn from experience. Alright, fill me in on what he's done for us so far."

"Well...he scuttled the northern fleet when the English overran St. Petersburg."

"Another fleet--this guy's worse than a typhoon to the navy!"

"Yes, Sir, but he is negotiating with the Turkish ambassador and moving to reclaim Warsaw from the German invaders and..."

"Fine, fine. See if you can find me some hot tea, you're making my head hurt, that's enough reports for today--I'm afraid I'll run out of ships. Fisher! Of all the political hacks to hire..."



# BALKAN WARS VI NEW GREEK KING! Turkey Still A Football Spring 1911



**ERRATA:** Turkey captured THR so can build one.

Brad is still missing, so Andy York has taken over Greece. Turkey continues to be the whipping boy and Serbia is getting knocked around too.

## TROOP MOVEMENTS

Albania builds A TIR. Bulgaria tears P VAR. Rumania builds A CONA and A GAL. Serbia builds A BEL and A NIS. Turkey builds A CONE.

ALB (K Wilson): (A Mon S RUM A Buc-Bellinsol, F Tri S RUM A Chu-Cro, A Val S A Tb-Sko, A Tir-Sko)

BUL (Crandallmire): A Flo S A Mac-Thr, A Mac-Thr, (P Smy-Cong)

GRE (York): A Epi S A Ath-Sal, A Ath-Sal, P Cyo-H;

RUM (Anderson): A Buc S A Cona-Dub, A Chu-Cro, P Dub-HSS, A Crna-Dub, A Gal-Trai

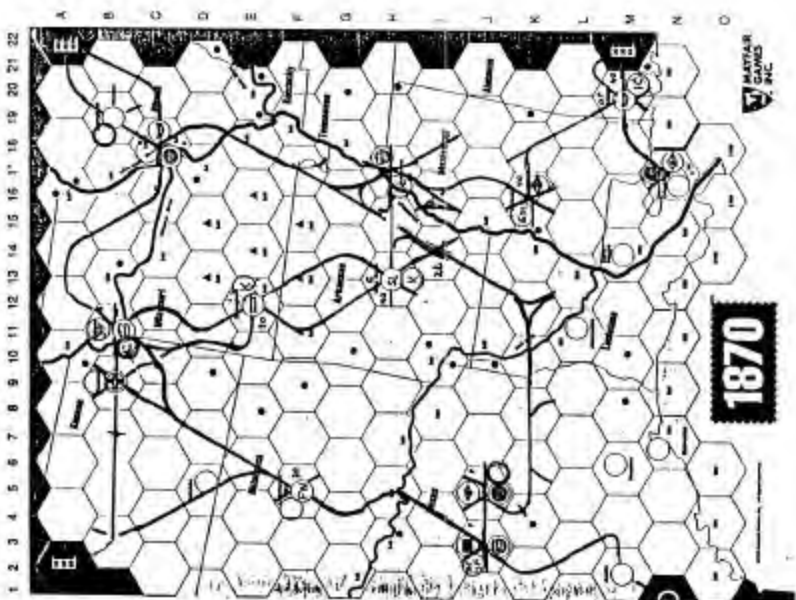
SER (McCabe): A Bos-Her, A Sof-Var, (A Sko-Sallir-???) A Bel S A Bos-Her, A Nis-Mih;

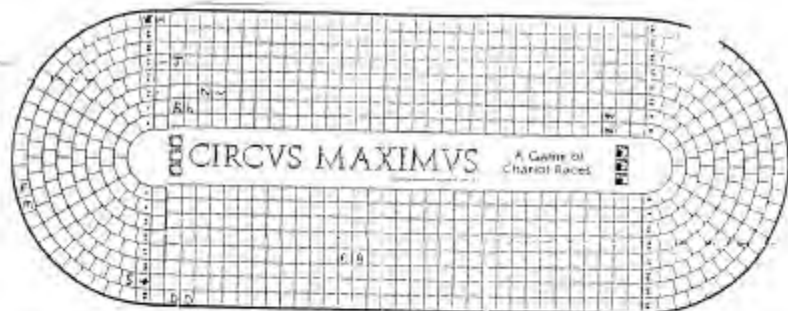
TUR (Fisher): (A Thr-Congr-???) P SBS S SER A Sof-Var, P Rho-SMS, P Cong-Aeg.

Orders in brackets fall: imp = impossible, nso = not so ordered, oB = off the board, o = must retreat to, u = unordered

Serbian A SKD must retreat oB or to MAC, NIS, or SOF; Turkish A THR must retreat oB or to ARD.

Due next time are builds/tears and orders for Fall 1911.





## BETTING BOOTHS OPEN!

ODDS	COLOR	DRIVER (CDM/DNI)	CART	Wheels	TEAM	END	Speed	L/E
4-1	Red	Raisdre Al-Ghul (+2/8)	L	0/0	7536	22	23	1/1
4-1	Brown	Notanilugus (+1/4)	-	0/0	6436	30	17	1/0
6-1	Black	Josephus (+2/10)	M	0/0	5434	41	18	1/0
6-1	Blue	Sartorius (+2/10)	L	0/0	3446	36	21	1/0
7-1	Purple	Roman Holiday (+1/6)	-	0/0	6436	37	19	1/0
12-1	White	Flippus Maximus (+1/8)	M	0/0	8446	41	19	1/0
22-1	Green	Davidus Dumbitus (+0/7)	L	0/0	7436	49	20	1/1
247-1	Yellow	Won Hung Lo (+2/5)	H	0/0	3926	11	14	1/0

**NOTES:** Andersgilus bets 1000s each on RAG & DD. Placator bets 2000s on Josephus and 1000s each on RAG & DD. Grandemirus bets 2000s each on RAG and DD.

### TURN VI:

**SARTORIUS:** 21. Ahead 1, corner strain @ 1 over (14-2 = -7; -1 END). Ahead 10, out 1, ahead 9.

**FLIPPUS MAXIMUS:** 19, whip (+6; -8 END) = 24. Ahead 6, corner strain @ 3 over (9-1 = 8 = SS), ahead 4, out 1, ahead 12, attack D. Diabolus cart-horse. DD brakes (7 vs 2+; -2 END). Ahead 10.

**WON HUNG LO:** 14, whip (+6; -6 END) = 20. Out 1, ahead 1, attack Josephus cart-horse. J brakes (5+0 vs 7+2). Ahead 5, out 5, ahead 7.

**DAVIDUS DUMBITUS:** 20, no whip. Ahead 10, driver lash RAG. RAG evades (9+2 vs 9) and corner strains at 6 over (8-2 = 6 = -7; -5 END).

**NOTASULGUS:** 17, being dragged. Ahead 17. Free 7-1 = 4 so no, take 1/2 = 1 driver hit, CDM = 0.

**JOSEPHUS:** 16, no whip. Ahead 16, out 1 ahead 7.

**RAISDRE AL-GHUL:** 22, no whip. Used 2 to evade, ahead 20.

**ROMAN HOLIDAY:** 19, being dragged. Ahead 19. Free 2-1 = 6 so no. Damage 1/2 = 1 driver hit.

Due next time are orders for Turn VII. These should include the usual: speed, whether to whip or not, whom to attack and how if the opportunity arises, to brake, evade, or take it if attacked, and what lane to finish in if possible. Orders for Won Hung Lo will be randomly chosen from those submitted except that RH and N have priority.



FINCOST (in the break order)

LONDON (Parrow): 826, 0K, 0M, 1C, 14T  
PARIS (Crandlenick): 819, 0K, 0M, 1C, 16T  
BARCELONA (Frucht): 823, 2K, 0M, 1C, 15T  
GENOA (Osborne): 820, 1K, 0M, 1C, 16T  
VENICE (Bargender): 820, 2K, 0M, 11C, 5T

#### FLY/CASE PHASE

LON: Buy a Galley 2 (-810) and stabilization (-88L)  
BAR: Buy Carman - 1 (-820) and stabilization (-88L)  
GEN: NMRI: GM buys stabilization (-81L)  
VEN: Buy a Galley 2 (-810) and stabilization (-88L)  
PAR: Buy stabilization (-83L)

#### EXPANSION PHASE

LON: Place 2 (ec) @ Edinburgh & St Malo, 1t @ Cornwall, 4t (ec) @ Bruges, 5t (ec) @ Portsmouth  
BAR: Place 2t (ec) @ Montpellier, Valencia, Granada & Basque, 3t (ec) @ Seville, Lisbon, 1T @ Toulouse  
GEN: NMRI: GM places 4t (ec) @ Florence & Lyons, 5t (ec) @ Marseille, 2t @ Rome  
VEN: Place 3t (ec) @ Milan & Dubrovnik, 4t (ec) @ Vienna, 1t @ Belgrade, Salzburg & St Gall  
PAR: Place 4t (ec) @ Bordeaux & Bruges, 2t (ec) @ Basel & Strasbourg; can't play 2t @ St Malo.

Barcelona earns the Expansion Bonus card.

#### INCOME PHASE

Barcelona earns \$50. Paris earns \$40. Genoa, London & Venice earn \$35.

#### SHORTAGE SURPLUS

Surplus of Silk (S): Barcelona takes \$1. Shortage of Metal (C): Barcelona & Genoa equal no effect

#### STATUS

LONDON (Parrow): 851, 1K, 0M, 4C  
BARCELONA (Frucht): 849, 4K, 0M, 7C  
GENOA (Osborne): 854, 2K, 0M, 4C  
VENICE (Bargender): 842, 3K, 0M, 4C  
PARIS (Crandlenick): 849, 2K, 0M, 5C

#### MAT

B: C @ Bar, Basq, Gra, Lis, Mon, Sev, Val; 1T @ Toulouse  
G: C @ Flo, Gen, Lyo, Mai; 2T @ Rom  
L: C @ Ed, Lon, Por, SNG; 1T @ Cor  
P: C @ Basl, For, Dig, Par, Str  
V: C @ Dub, Illa, Ven, Vie; 1T @ Bel, Salo, SNG

Your cards (Karten) are

LEGEND: B = Barcelona, C = Established Market (colored circle), ec = new market (empty circle), G = Genoa, K = cards, L = London, M = misery level, P = Paris, T = established token, T = new tokens, V = Venice

Due next time are Turn 1 Token purchase and Turn 2 Card Play. The 1st player may pay \$6 to relieve the metal shortage and/or \$8 to remove the silk surplus.

## Players (Capital) Choices:

Alan Barendse (VENICE, 1st)

Phillip McCabe (PARIS, 3rd)

Richard Copeland (HAMBURG, 5th)

Paul Bokius (LONDON, 6th)

Debbie Osborne (GENOA, 4th)

Pitt Grandmire (BARCELONA, 2nd)

Note: I forgot to add 1 misery to Genoa last turn for playing the "Crusades" card - Genoa has 10 misery.

## Purchases:

HAM - Purchase Ship Upgrade (2-Galley) for \$10, buy Caravan - "I" for \$20, no stabilization - misery payment of 10 (increase to 10).

PAR - Purchase Caravan - "I" for \$20, pay stabilization cost of \$3

BAR - Purchase Ship Upgrade (2-Galley) for \$10, pay stabilization cost of \$1

VEN - Purchase Urban Ascendancy - "V" for \$20, pay stabilization cost of \$3

LON - Purchase Ship Upgrade (2-Galley) for \$10, pay stabilization cost of \$3

GEN - Purchase Caravan - "I" for \$20, pay stabilization cost of \$1

## Expansion Phase:

HAM - Place 4T -> DM @ Cologne, 3T -> DM @ Nuremberg, 2T -> DM @ Prague & 1T @ Stettin

PAR - Place 2T -> DM @ St. Malo, 2T -> DM @ Montpellier, 2T -> DM @ Dijon & 2T -> DM @ Strassburg

BAR - Place 2T -> DM @ Valencia, 2T -> DM @ Granada, 2T -> DM @ Toledo, 2T -> DM @ Saseque (unable to place 2T in Montpellier due to PAR DMs). GM places 1T in Toulouse and 1T in Palma

VEN - Place 4T -> DM @ Florence, 3T -> DM @ Milan, 1T @ St. Gall, 1T @ Salzburg & 2T -> DM @ Dubrovnik

LON - Place 2T -> DM @ Edinburgh, 2T -> DM @ Portsmouth, 2T -> DM @ York and purchase card with 2T's.

GEN - Place 2T -> DM @ Marseilles, 4T -> DM @ Lyons, 2T -> DM @ Acre, 4T -> DM @ Cairo & 1T in Naples

Expansion bonus (card given to PAR & new DMs)

## Income Distribution:

HAM, VEN & LON collect \$32; BAR & PAR collect \$46; GEN collects \$61

## Die Rolls for Shortage/Surplus:

Green = 5, Black = 2 & White = 5 => Surplus of Wine

(3-way tie - no majority line)

Green = 3, Black = 2 & White = 2 => Shortage of Timber

(2-way tie - no bonus card)

## Total Cash for Turn 2

HAM = \$32 VEN = \$32 PAR = \$51 LON = \$53 BAR = \$42 GEN = \$61

One new card for Turn 2 shall be dealt to all.

Mapboard: (DM = Domination Marker, T = Token)

HAM: DMs @ Hamburg, Cologne, Nuremberg & Prague, 1T @ Stettin

PAR: DMs @ Paris, St. Malo, Montpellier, Dijon & Strassburg

BAR: DMs @ Barcelona, Valencia, Granada, Toledo & Saseque, 1T @ Toulouse & Palma

VEN: DMs @ Venice, Florence, Milan & Dubrovnik, 1T @ St. Gall & Salzburg

LON: DMs @ London, Edinburgh, Portsmouth & York

GEN: DMs @ Genoa, Suez, Marseilles, Lyons, Acre & Cairo, 1T @ Naples

## Ship Upgrades:

0 = PAR, VEN & GEN

2-Galley = HAM, BAR & LON

## Misery:

0 = PAR, BAR, VEN & LON

10 = HAM & GEN

Orders due next (11 Feb to Mark) are for Token Allocation and Card Play phases. Player #1 next turn play buy resolution of Shortage/Surplus marker. Conditional orders and/or general intentions are highly encouraged.

## Press:

From the Observer - It is obvious that the Don of Barcelona is a truly enlightened despot. Many thanks for disposing of these revolutionaries.



#### PLAYER STATUS (# of certificates)

Ringhoffer 8784, 6-C&O(P), 1-B&O, 1-Erie (7) (Priority)  
 Parnow 8693, 6-B&M(P), 1-C&O, 1-NYNH, 1-PRR (8)  
 Hanna 81,282, 6-FRR(P), 6-NYCP, 2-B&O(P), 5-CRR(P) (10)  
 Chinnery 8665, 6-NYNH(P), 1-C&O, 1-PRR, 2-Erie, 2-B&M (11)  
 Fisher 8681, 6-Erie(P), 4-CFR, 1-B&O, 1-PRR (7)  
 Butts 81,662, 1-B&O, 1-NYNH, 1-C&O, 1-NYC, 1-Erie, 2-B&M, 1-PRR, 1-CFR (8)

#### CORPORATION STATUS

Corp	Value	Pool	ID	Par	Cash	Trains	Tokens
B&O	D 120	5	-	---	\$158	*3* & *4*	H15, H18 (11)
NYNH	D 120	1	1	\$100	\$662	2-*3's	G19, P22
Erie	C 111a	0	-	---	\$230	*6*	E11 (2)
NYC	C 111b	2	1	\$100	\$616	*2* & *4*	E19, H15, D14 (1)
B&M	D 100	0	-	---	0	2 *5*	B23, P22
C&O	E 90a	1	-	---	\$116	*4* & *5*	P5, (2)
PRR	E 90b	1	-	---	\$128	*4*	H12, H15, G19a (1)
CFR	I 60(y)	0	-	---	0	1 *3*	A19, P15, G19a (1)

#### STOCK ROUND 9 (continued)

Ringhoffer - Buy NYNH from IO for \$100 (Has \$654)  
 Parnow - Buy B&O from pool for \$130 (Has \$463)  
 Hanna - Buy B&O from pool for \$130 (Has \$1162)  
 Chinnery - Sell 1-PRR for \$20 and buy C&O from pool for \$80 (Has \$855) PRR drops to P 90 (C&O sold-out)  
 Fisher - Sell 3-CFR for \$150 and buy B&O from pool for \$130 (Has \$801 CFR drops to K 30(b)\*  
 Butts - Buy NYC from IO for \$100 (Has \$1652)

Ringhoffer - Buy NYC from pool for \$111 (Has \$672)  
 Parnow - Buy NYC from pool for \$111 (Has \$362) (NYC sold-out)  
 Hanna - Buy 3-CFR for \$90 (Has \$1052) (CFR sold-out)  
 Chinnery - Pass (Has \$855)  
 Fisher - Buy B&O from pool for \$120 (Has \$471)  
 Butts - Buy NYNH from pool for \$120 (Has \$1482) (NYNH sold-out)

Ringhoffer - Pass (Has \$672)  
 Parnow - Pass (Has \$362)  
 Hanna - Sell 1-NYC for \$111 and buy B&O from pool for \$120 (Has \$1042) NYC drops to D 100 (B&O sold-out)  
 Chinnery - Pass (Has \$855)  
 Fisher - Pass (Has \$471)  
 Butts - Buy NYC from pool for \$100 (Has \$1332) (NYC sold-out)

All pass ... Stock round is over. John Ringhoffer keeps the Priority Card. B&O rises to C 165, NYNH 140, Erie rises to E 126, B&M rises to C 111, NYC rises to C 111b, C&O rises to D 100 and the CFR rises to J 40(y). Orders for CR 6.1 are due to Mark by 11 Feb.

#### PLAYER STATUS (# of certificates)

Ringhoffer 8673, 6-C&O(P), 1-B&O, 1-Erie, 1-NYNH, 1-NYC (9) (Priority)  
 Parnow 8252, 6-B&M(P), 1-C&O, 1-NYNH, 1-PRR, 1-B&O, 1-NYC (10)  
 Hanna 81,048, 6-FRR(P), 6-NYCP, 4-B&O(P), 4-CRR(P) (11)



Chimney 8666, 6-NYNHPL, 2-C&O, 2 Erie, 2 B&M (11)  
 Fisher 8471, 6-EriePL, 1-CPR, 2-B&O, 1-PRR (9)  
 Bulbitt 81332, 1-B&O, 2-NYNH, 1-C&O, 2 NYC, 1-Erie, 2-B&M, 1-PRR, 1-CPR (11)

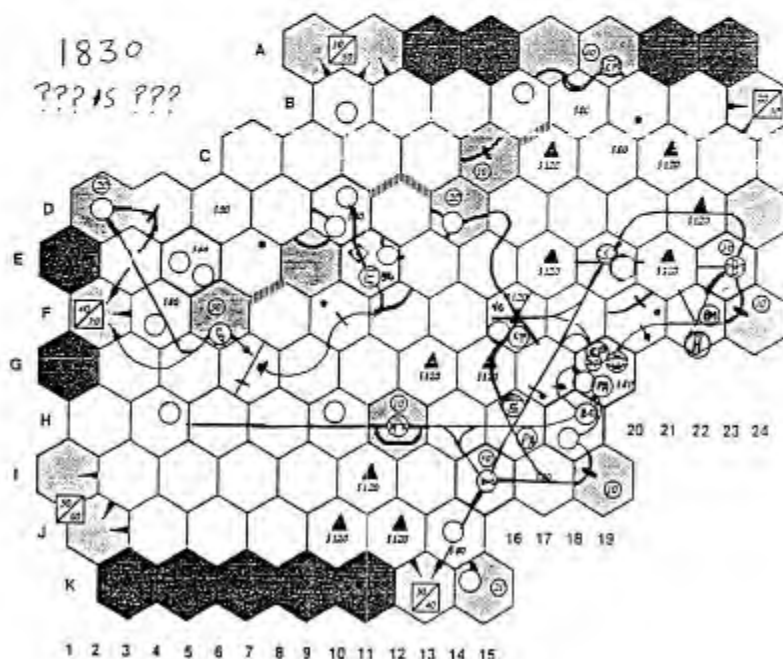
# CORPORATION STATUS

Corp	Value	Pct	Cash	Trains	Totals
B&O	C 185	0	8153	"8" & "4"	H15, H159 (11)
NYNH	C 140	0	8562	"2" & "5"	G19, P22
Erie	B 126	0	8930	"6"	E11 (2)
B&M	C 111a	0	8	"6"	B23, P22
NYC	C 111b	0	8919	"8" & "4"	E19, H15, D19 (11)
C&O	D 109	0	8116	"4" & "5"	P6 (2)
PRR	P 60	2	8123	"4"	H12, H15, G19a (11)
CPR	J 49a	0	8	"3"	A19, P15, G19a (11)

Trains Available: 36 DDDDD

# Tiles Available

Yellow: #311, #421, #721, #813, #915, #6711, #5811  
 Green: #1412, #1511, #1511, #1811, #1911, #2010, #2212, #2412, #2511, #2811, #2711, #2810, #2910, #5912  
 Brown: #3911, #4111, #4111, #4212, #4512, #4411, #4511, #4612, #4711, #5311, #5411, #5711, #7011



1870

JAMES WEST

OR 9.1



**ERRATA:** Butitta has 5 shares of KATY and 5 shares are in the pool, so it remains at H70.

**PLAYER STATUS** (\* at Certificate Limit of 11 -AT&SF shares don't count)

Desire 84, 5 PWFrer, 5 SPFrer  
 Vordelmann 8775, 7 SLSPFrer, 5 GMAFrer, 1 IC, 1 CB, 1 TP \*  
 Butitta 857, 5 KATYFrer, 1 ICFrer  
 Janita 8543, 7 AT&SFrer, 5 GMAFrer, 1 IC, 2 CBFrer, 1 SW \*  
 Tarrow 8565, 5 MPFrer, 5 T&PFrer  
 Hunnery 8519, 4 ICFrer, 5 CBFrer, 3 AT&SFrer, 2 KATYFrer

### CORPORATION STATUS

Corp	Value	In Pool	Par	Cash	Trains	Shares	Tokens	Dist
SLSP	\$180	0	3	\$100	847	4	0	B12,H13,H17(D)
B/S&O	\$150	0	0	\$110	8600	4	0	M50,K16,Q18
MP	\$140	0	3	\$90	\$108	5	1	C18,J5,I9
CB	\$120	0	0	\$82	\$1201	5	1	H17,J8(I)
PW	\$100	0	3	\$100	\$267	45	0	J3,P5,A2
T&P	\$100	2	0	\$90	\$109	5	0	J8(I,D)
SP	\$100	4	0	\$100	\$1000	-	-	I3(I)
KATY	H70	0	2	\$68	80	8	1	B11,B12,H13(D)
IC	\$72	0	2	\$76	81	45	1	K16,M20,A22
AT&SF	\$20	0	0	\$65	\$23	45	0	B9,B11,J6(D)

### OR 9.1

**SLSP** Play #45 in C18 Seat. Run A22-C18 H17-K15 (\$180). Pay dividends (PW+\$130, SLSP+\$64); price rises to D200.

**IK10:** Play #145 in I1 Seat. A22-B19-C18\* (\$170). Pay dividends (CH+\$155, WW+\$34, OMau+\$17); price rises to C180. Buy 5-train (\$600+17\*300=\$17).

**PHASE CHANGE:** All 4-trains are scrapped. Red items each max rate. All tiles available.

**MP:** Lay #23 in K6 Seat. Run A22-C18-I14-I4-I5\* (\$150). Pay dividends (CP+\$60, MP+\$60); price moves to A160.

**CB:** Lay #171 in B11. Play token in B11-I34(I). Run H17-C18-B11-P5-I3\* (\$240). Pay dividends (IC+\$144, CH+\$45, WW+\$24, CB+\$24); price goes to C145. Buy 8-train (\$1001+24\*20=\$298).

**PW:** Lay #15 in B3 Seat. Run J5-I2-P5-B9-B7-A2\* (\$240). Pay dividends (P2+\$144, PW+\$72, CH+\$24); (use climbs to C110).

**T&P:** Lay #40 in K12 Seat. Run J3-I5-K4-I1-C18 (\$130). Pay dividends (ICP+\$72, TP+\$35, WW+\$15); price moves to B111.

**SP:** Play initial token in N1. Lay #5 clay in M2 Seat and #0 in B11 Seat. No train action run. Price rises to A90. Buy 5-train (\$1000+500=\$2000).

**AT&SF Destination Run:** B9-B11-P5-J3-M4-N1\* (\$250). Pay dividends (CH+\$145, IC+\$54); price leaps to 320.

**KATY:** Lay #170 in (Sins). Run A2-B1-B-C18-B11-E12-H13 (\$170). Pay dividends (B-B #136, KATY #951, D-2 #364) price climbs to 1382.

**E:** Lay #170 in (Sins). Run B11-C18-B19-A22\* (\$260). Withhold, so price drops to 358.

**AT&SF:** No tie play. Run C18-B11-F8-B3-M2-H1 (\$330). Pay dividends (CH #821, DC #399) price moves to 640 (in the Green).

Due next date are orders for CP 9-2. We will likely see a 10-train next time.

# **PLAYER STATUS** (\* at Corridor has LUSH of 11--AT&SF shares don't count)

Ziesche 8148, 6 PW(Frez), 6 BR(Frez)  
 Wardenmann 8979, 7 BR(Frez), 2 GM&O(F), 1 IC, 1 CB, 1 TP\*  
 Bruttia 8169, 6 KATY (Frez), 1 IC (Priority)  
 Hanns 8147a, 7 AT&SF(Frez), 6 GM&O(Frez), 1 IC, 2 CBVP, 1 PW\*  
 Parrow 8434, 6 MP(Frez), 6 T&F(Frez)  
 Chisnery 8126x, 4 IC(Frez), 6 CB(Frez), 3 AT&SF(F), 2 KATY(F)

## **CORPORATION STATUS**

Corp	Value	IO	For	Far	Cash	Trains	Shares	Tokens	Dest
SL&P	D000	0	3	\$100	\$101		0	E12,H13,H17(D)	M22
GM&O	C180	0	0	\$110	\$17	8	0	M29,K18,Q19	--
MP	C160	0	3	\$90	\$166	5	1	C18,J3,D1	--
CB	C140	0	0	\$65	\$935	55	1	H17,J5,B11	--
PW	D110	0	3	\$100	\$999	6	0	-S,P6,Q2	--
T&F	B110	3	0	\$90	\$145	5	0	J6(I,D)	N17
SP	A90	4	0	\$100	\$200	5	0	N15,D)	N17
KATY	C375	0	2	\$68	\$21	6	1	B11,E12,H13(D)	N1
IC	Q63	0	2	\$75	\$261	5	1	K18,M29,A22	--
AT&SF	Q40	0	0	\$98	\$38	6	0	B9,B11,J3,H1	--

**Trains Available:** 10,10,12...

The Bank has \$3,470.

**Trains Available:** #1(1), #2(1), #3(2), #4(5), #5(1), #6(1), #7(5), #8(5), #9(5), #14(3), #15(2), #16(1), #17(1), #18(2), #19(2), #21(2), #22(2), #23(2), #25(3), #26(3), #26(2), #27(5), #28(2), #29(2), #30(1), #40(1), #41(3), #42(2), #43(1), #44(1), #44(5), #47(1), #56(1), #56(1), #57(4), #58(4), #59(1), #70(2), #141(5), #142(2), #143(1), #144(1), #145(1), #145(1), #145(1), #147(2), #170(1), #170(1)



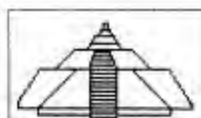
**\$ 800**





## ADVANCED CIVILIZATION

Assyria, Egypt NMR Against  
Turns 13, 18-12



**TURN XV**

### 13.10: CALAMITY RESOLUTION

Civil War: Assyria NMR: GM flips Antioch, Salamis, 2T @ Bithynia, Cilicia, Cyprus & Galatia, and 1T @ Lydia & Phrygia (20 play Iberia dips all but Ankara, Gordium, Kanesh & Miletus 20+ GM selects larger faction. Iberia takes over Ankara, Gordium, Kanesh & Miletus.

Slave Revolt: Egypt has all T in revolt, NMR: GM reduces Bohen, Jerusalem & Thebes.

Ploids: Assyria eliminates Sinope.

Epidemic: Egypt reduces Sardinia and U Egypt to 1T, loses 2T @ Alexandria, Bohen, Thebes & 1T @ Jerusalem (18+ Assyria NMR so GM reduces Antioch to 2T and eliminates 2T @ Nineveh, 1T @ Bithynia, Cilicia, Galatia, Van (10+ Crete reduces Phaeos and Etruria to 1T and eliminates 1T @ Dalmatia, Knossus, 10+ Thrace loses 1T @ Crimea, Dacla, Ionia, Moesia, Scythia (8).

### 13.11: BUY CIV CARDS:

AFRICA: Buy AGRICULTURE (110) and MUSIC (60) for 5 Grain (100), 2 Ivory (26), 1 Timber, 1 Cloth, 26 credit, 11.

BABYLON: Buy MINING (160), ARCHITECTURE (120), and MUSIC (60) for 5 Resin (175), 5 Bronze (160), 1 Timber (3), 30 credit & 21.

EGYPT: Buy AGRICULTURE (110) for 4 Wine (80), 2 Sail (12), 2 Papyrus (4), 10 credit, & 81.

ILLIRIA: Buy POTTERY (46) for 2 Ochre (4), 2 Hides (4), 2 Grain (16), 1 Timber (3), 1 Oil (4), 1 Bronze (6) & 81.

THRACE: Buy CLOTHMAKING (46) for 4 Ochre (16), 2 Oil (16), and 20 credit.

### 13.12: ADVANCE ART: All hold.

The procession to Babylon failed 7-1.

**TURN XVI**

14.1: TAXATION: Africa collects 12T, Iberia & Thudor collect 8T, Babylon collects 7T, Assyria, Crete & Illyria collect 4T, Egypt collects 2T.

14.2: POPULATION: Babylon, Egypt, Iberia, and Thrace fully populate. Africa has 17T, Illyria has 11T, Assyria has 7T, and Crete has 4T with which to populate.

### 14.3: CENSUS:

ILLIRIA:	1600 BC, 40T, 2C, 7L, 105 CP
AFRICA:	200 BC, 35T, 6C, 12L, 460 CP
BABYLON:	1000 BC, 34T, 7C, 9L, 785 CP
IBERIA:	1600 BC, 29T, 4C, 11L, 90 CP
EGYPT:	1000 BC, 28T, 1C, 7L, 320 CP
THRACE:	600 BC, 24T, 4C, 16L, 280 CP
CRETE:	800 BC, 23T, 2C, 24L, 175 CP
ASSYRIA:	1000 BC, 23T, 2C, 24L, 285 CP

**DUE NEXT TIME:** Turn 14 Population Expansion, Boat Movement and Build City phases and buying gold. Written/e-mailed orders remain on file vague verbal orders must be resubmitted.

### THE BOARD (after 10)

AFRICA (Nestlé): O @ Carthage, Corduba, Cyrene, Palermo, Thapsus, Tripoli; S @ New Africa, Ulyia; 2T @ Cyrenatosa, Samnium, Subrata, Tunisia; 1T @ Balaera, Campania, E Mauritania, Ionia, Jala, Ulyia, New Africa, Numidia, Tripolitania, W Mauritania. POTTERY, MYSTICISM, ENLIGHTENMENT, CLOTHMAKING, AGRICULTURE, MUSIC.

ASSYRIA (Deb Osborne): O @ Media, Samania, 1S @ Antioch, Lydia, Sinope, 2T @ Antioch, Cyprus, 1T @ Armenia, Bithynia, Cappadocia, Cilicia, Galatia, Ruban, Lydia, Miletus, Nineveh, Phrygia, Van. MYSTICISM, ASTRONOMY, CLOTHMAKING, DRAMA & POETRY, ENLIGHTENMENT

BABYLON (Andersson): C @ Barylon, Carthae, Charat, Petra, Sidon, Suas, Ur; 2T @ Aleppo, Bathyonia, Chaitara, Damascus, Mari, Parthia, Supria; 1T @ Arabia, Phoenicia, Syria. COINAGE, MYSTICISM, POTTERY, ENGINEERING, DRAMA & POETRY, MINING, ARCHITECTURE, MUSIC.

BARBARIANS (Nart): 4T @ Danubia; 1T @ Aquitania, Hispania.

CRETE (Bryant): C @ Rhodes, Sparta; 1S @ Byzantium; 2T @ Dalmatia, Moesia, Thessaly; 1T @ Athens, Argos, Byzantium, Delphi, Corinth, Epirus, Etruria, Illyria; Knossos, Macedonia, Pannonia, Phaeacia, Thera. METALWORKING, MYSTICISM, POTTERY.

EGYPT (Ringbom): C @ Siva; 1T @ Alexandria, Buhen, E Desert, Fayum, Gaza, Jerusalem, Memphis, Ptolemais, Sardinia, Sinai, Tanis, Thebes, U Egypt, W Desert. MYSTICISM, METALWORKING, ASTRONOMY, AGRICULTURE.

IBERIA (Farrow): C @ Ankara, Gordium, Kanesh, Miletus; 1S @ Etruria, Lusitania, Milazzo, New Carthage; 2T @, Narbo; 2T @ Etruria, Massilia, Milazzo, Pyrenees; 1T @ Lugdunus, Lusitania, New Carthage, Tarragonensis. CLOTHMAKING, POTTERY.

ILLYRIA (Bryant): C @ Appollonia, Ithaca; 5T @ Germany; 2T @ Belgica, Pannonia, Rubicon; 2T @ Londinium, Rome; 1T @ Aquitania, Britannia, Cisalpinia, Gaul, Ilyricum, Neapolis, Paenonia, Rhaetia, Rhine, Tarentum, U Germany. DRAMA & POETRY, POTTERY.

THRACE (Zieske): C @ Sardes, Thera, Thessalonica, Troy; 1S @ Byzantium, Neapolis; 2T @ Byzantium, Ionia; 1T @ Caralis, Corsica, Crimea, Dacia, Danubia, Lesbos, Moesia, Scythia, Thrace. DRAMA & POETRY, METALWORKING, MYSTICISM, POTTERY, CLOTHMAKING.

YOUR CARDS ARE:



**Figure 2. Egyptian sandal-makers in the 18th dynasty (1552–1306 B.C.).** Picture after Zahn.



# MAGIC REALM

New Cast Games  
Game 3 Series



## THE CAST:

Dave Anderson: Buster the Berserker  
John Butitta: Rosalinda Ironloos the Amazon  
Don Chinnery: Wanderer the Pilgrim  
Pitt Crandlemire: Fern Crystalight the optional Woods Girl  
Dan Farrow: Sir Quier the White Knight  
Phil McCape: Connor the Dwarf  
Debbie Osborne: Xyla the optional Woods Girl

## EVENING 0

## MONSTER ROLL -

The Inn is at Bad Valley 4. The Chapel is at Evil Valley 5. The ghosts are at Dark Valley 5. The House is at Cursed Valley 4. The Guard are at Awful Valley 5.

Buster starts at the Inn with a great axe from the Order and a helmet from the Patrol (13-3).  
Connor starts at the Inn with a great axe from the Order and a helmet from the Soldiers (13-3).  
Fern starts at the Inn with a light bow from the Woodfolk (60).  
Rosalinda Ironloos starts at the Inn with a short sword from the Soldiers and breastplate, helmet, and shield from the Company (25G).  
Sir Quier starts at the Chapel with a suit of armor and great sword from the Order (27-3).  
Wanderer starts at the Chapel with a staff from the Soldiers (13).  
Fern starts at the Inn with a light bow from the Woodfolk (60).

## STELLAR CONQUEST

The games are presently awaiting:

**JAMES T. KIRK**--Combat orders for Turn 35 and movement orders for Turn 36.

**WILLIAM T. RIKER**--Production 8 & Turns 9-12.

**W. THOMAS RIKER**--Due next time are Production 8 and orders for Turns 9-12.

Please expedite your orders. The time you save is only your own.



# ATTREIDES FOILED! Turns 12/13



## TURN 11

**ATREIDES** (Fisher): KH, 2L, 11S, 3C, 2T @ Arrakeen, 10T @ Habbanya Ridge Sitch, 8T @ Carthage.  
**EMPEROR** (Deb Osborne): 59S, 4C, 2T & 2\* @ Imperial Basin, 3T & 1\* @ Rock Wall West, 2T & 1\* @ Tuck's Sitch.

**FREEMEN** (Anderson): 8S, 1C, 1T @ Greater Flat.

**GUILD** (Wilson): 88S, 4C, 8T @ Tuck's Sitch, 1T @ Sitch Tact.

**HARKONNEN** (Bryden): 27S, 6C, 8L, 2T @ Carthage, 10T @ False Wall East 189.

**IX** (Nahit): 76S, 4C, 11T @ Arrakeen, 8T @ Shield Wall.

**TANKS**: (7 & 1\*E, (12 & 2\*F, 4L, 4C) Lady J. B. Raban, Colonel, Count Penning, Jamis, (Bull Rep, Bashar, D. Idaho.

## TURN 12

### 7. COMBAT

Tuck's Sitch: Emperor (2T & 1\*) vs Guild (8T @). A series for G that E will play no defense. G plays "Cheap Hero", "Poison Weapon", 6S and dials 5. E is NMP, so GM plays Card(8L, 0S, and dials 1.5. G wins 8-1.5 and collects 3S for Card.

Arrakeen IX (11T) vs Atreides (2T @). A series that I will play no weapon. It plays 2nd Lt (1L, "Kulcor", "Snooter", 5S, and dials "9". A plays Gurney Hallock (4L "Baise", 2S and dials 2. I wins 10-6. "Kulcor" are "Baise", 9T of IX, and 2T of A go to the Tanks.

Carthage: Atreides (8T) vs Harkonnen (1T @). A series that H will play no defense. H plays Urman Kudu (1L, 0S and dials 0.5. A plays Dr. Yuth (1L, KH (2L "Maula Pistol", 0 spice, and dials 0.5. A wins 3-0.5 and collects 1S for the slain U. Kudu. A & H lose 1T.

8. **SPICE COLLECTION**: I collects 10S and 2S for Arrakeen. A collects 2S for Carthage. G collects 1S for Tuck's Sitch.

## TURN 13

1. The **STORM** moves from Sector 3 to Sector 5. The next weather shift is .

2. **SPICE BLOW**: Shai-hulud appears in Rock Outcroppings destroying 6S there. Carthage (South (2) and Hagg Basin (9) have spice blows. Shihaya Ridge still has 6S. We have a nexus; alliances may be made or broken.

3. **BIDDING**: There are four cards available. They are:

\_\_\_\_\_

Due next time are orders for any voluntary actions from Turn 13 Bidding to Turn 14 Spice Blow. Remember, the game ends after Turn 15, and there will be a winner.

**ATREIDES** (Fisher): KH, 2L, 12S, 3C, 10T @ Habbanya Ridge Sitch, 8T @ Carthage.

**EMPEROR** (Deb Osborne): 59S, 4C, 2T & 2\* @ Imperial Basin, 3T & 1\* @ Rock Wall West.

**FREEMEN** (Anderson): 8S, 1C, 1T @ Greater Flat.

**GUILD** (Wilson): 87S, 3C, 8T @ Tuck's Sitch, 1T @ Sitch Tact.

**HARKONNEN** (Bryden): 27S, 6C, 4L, 10T @ False Wall East 189.

**IX** (Nahit): 76S, 3C, 2T @ Arrakeen, 8T @ Shield Wall.

**TANKS**: 3A, (9 & 2\*E, (12 & 2\*F, 9G, 1H, 13L Lady J. B. Raban, Colonel, Count Penning, Jamis, Guild Rep, Bashar, D. Idaho, U. Kudu, Card.

**LEGEND**: \* = starred token, (X) = aggressor, A = Atreides, C = card, E = Emperor, F = Freeman, G = Guild, H = Harkonnen, I = IX, KH = Kaitrachi Haderachi, L = leaders, S = spice, SH = sector #, T = token.

YOUR CARDS ARE:

# SETTLEMENTS OF CATAN

Gamefact

## THE TEAM

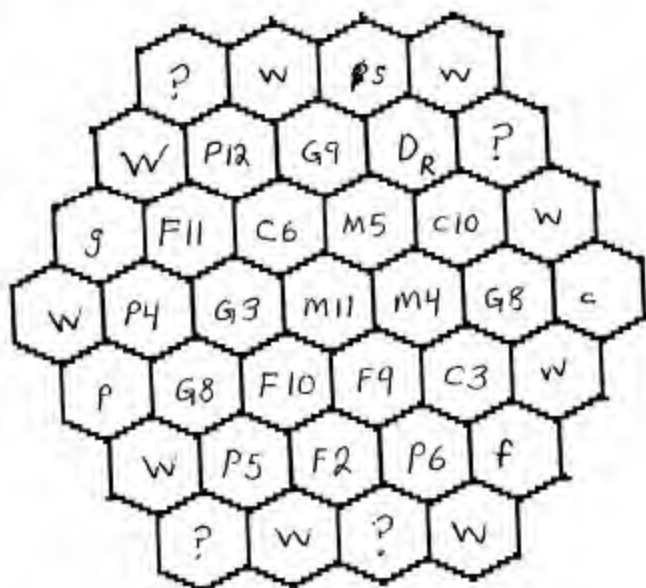
Davis Anderson  
Don Cranberry  
Debbie Osborne  
Kevin Wilson

We'll be following the system that Andy Lewis uses in SOB. What we need this time is Dave's through Debbie's initial placement. Next time we'll do Kevin's two placements and Debbie through Dave's second placement. We'll then proceed with Turn 1.1 through 2.1 (i.e., Dave will send his first two moves). I'll publish everyone's rolls for the turn and try to match desired trades as per your wishes. Your set-up orders should be contingent on who's played what before you.

Hex notation: Settlement/city placement will be specified by naming the three hexes that make the location where the settlement is to be placed. Roads by naming the two tiles whose common edge the road is on. Since we have two "Grain-8's" naming by type and number isn't foolproof. So let's go with the top-left tile being "A1", the top-right "A4", the farthest left "D1", the farthest right "D7", the bottom-left "G1" and the bottom-right "G4".

## LEGEND:

?	generic all port	#	die number
C/d	clash hex / brick special port	D	desert hex
P/f	forest hex / lumber special port	G/g	grain hex / grain special port
M/m	mountain hex / stone special port	P/p	pasture hex / wool special port
R	rubber	W	water tile







# The Hunt

## 2nd Chase Tied!

### Crandiemire Sniff Leads!



THE HUNT is a word game inspired by James Lipton's book, "An Exaltation of Larks", where we propose a noun and the players are asked to propose a collective noun to fit, such as "flock" for "sheep" or "pride" for "lioness". Boris and his Nar will rank each entry for each word and the best score will be the winner. Each word is a possible 1 point, but the point will be split if either more than one player suggests the word or two or more words are ranked equally. The first player to score 10 points wins six free issues of this rag. THE HUNT is run in Chases or rounds. We report the second Chase of the 4th Hunt and begin the third. Gentlefolk, to the Hunt!

#### CHASE 2:

- |                        |   |
|------------------------|---|
| 1. Elves               | collective, danceB, employN, keebler, shoeful, tribeQ, workshopQ    |
| 2. Mistletoe           | bush, else, peck, smooch, sprigL,B,N*                               |
| 3. Caribbers           | annoyance, choirL,N, chorustL,B*, crooner, song                     |
| 4. Presents            | haulB, litterN, pileL, stack, plethora, wrapping*                   |
| 5. Bowl games          | bevy, excessB, bush, huddle, plethoraN, sir, tournament*            |
| 6. Clearance Sales     | abundance, bazaarQ, cacophonyN, crushQ, frenzyB, ripoff, yawn       |
| 7. Crnaments           | array*, crunch, dangling, displayB, expense, glitterN, tree         |
| 8. Sarcas              | bellyful, cornerB, mall, sack, stuffedL, sleighN, sleighL*          |
| 9. Nativity Scenes     | aweB, crecheQ, displayN, Holy See, presenceQ, stable, village       |
| 10. pre-SuperBowl hype | bowl, buzzLQ, droneN, exaggerationQ, overkillB, overwhelmingQ, peak |

Legends: B = Boris's suggestion, L = Lipton's suggestion, N = his Nar's suggestion, \* = multiple entries, \* = sole winner, @ = tied for 1st

Chase 2 Score: Crandiemire 3.33, Farrow 3.33, Nast 2.50, Anderson 0.5, Fisher 0.33

Total Score: Crandiemire 6.33, Farrow 6.17, Nast 4.83, Fisher 1.33, Anderson 1.33

#### Chase 3: (Theme: MAGIC REALM characters)

- |            |              |              |               |              |
|------------|--------------|--------------|---------------|--------------|
| 1. dwarves | 2. pilgrims  | 3. knights   | 4. amazons    | 5. druids    |
| 6. wizards | 7. magicians | 8. swordsmen | 9. berserkers | 10. captains |



## BRITANNIA

### TURN IV

#### Irish to Play



Score: Purple 32, Blue 4, Green 2, Red 0

#### The Bard:

Romans: 2L,F @ Pennines; 1L,F @ Alban, Avalon, Bernicia, Cheshire, Deledra, Helton, Kent, Lindsey, Lothian, Sussex, York; P @ Cumbria, Downlands, Mar, March, N Merca, S Merca, Suffolk, Wessex.

Welsh (0 PP): 2A @ Powys; 2A @ Devon, Dyfed, Gwynedd; 1A @ Croyd, Cornwall, Dorset.

Britantes (0.5 PP): 2A @ Dalraida, Strathclyde; 1A @ Galloway.

Picts (0 PP): 2A @ Moray, Skye.

Caledonians (0): 2A @ Caithness, Orkney; 1A @ Hebrides.

Irish (0): 2R @ Atlantic.

Scots: 1R @ Irish.

Jutes: 2R @ Channel.

Saxons: 2R @ Channel.

Angles: 3F @ Frisia.

## ON DECK

EDGE: Zieske, Hanna, Crandlemire

AIR CTV: McCabe, Crandlemire, Deb Osborne

AIR BARON: Copeland, K Wilson

CIRCUS MAXIMUS:

Tourney: An Ielson, Crandlemire

CONQUISTADORA: Copeland

DIPLOMACY:

Regular: Boyum, Martinson

Colonial: McCabe, Anderson, Gunar, Boyum

Gunboat:

DUNE: K Wilson, Anderson, Crandlemire

GUNSLINGER: Anderson, Crandlemire

HISTORY OF THE WORLD: Anderson, Deb Osborne, Zieske

KREMLIN: Fisher, K Wilson

MAHARAJA: Dan Osborne, Crandlemire, K Wilson

MERCHANT OF VENUS: Deb Osborne, Butitta, Chinnery

RUSSIAN CIVIL WAR: K Wilson

SILVERTON: Zieske, Deb Osborne

TITAN: Dan Osborne, Crandlemire, Anderson, McCabe

OTHER POSSIBILITIES: CIRCUS IMPERIUM, GLADIATOR Bloodbath, KAMAKURA, MACHIAVELLI

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 DEADLINE FOR MOST GAMES IS 1900 CENTRAL TIME 14 FEB 95  
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### The Bottom Line

This is BORIS THE SPIDER, a zine dedicated to the play of multiplayer games. BORIS is published the first or second Sunday of the month by Paul & Meg Boldin, 208 Devon Ct, Ft Walton Beach, FL 32647-2110 and currently has a subscription price of \$10.50 for 12 issues in hardcopy (\$12 in Canada, and \$18 overseas) or \$1 by E-mail. A hardcopy sub will also include an E-mail sub. Make checks payable to "Paul R. Boldin". BORIS can be reached at (850) 868-9061, or [FRBOLDIN@AOL.COM](mailto:FRBOLDIN@AOL.COM). If phoning, expect to be greeted by an answering machine. If we're here, not engaged in an epic computer battle or enthralled in baseball or old-time TV, and recognize your voice, you may get to talk to a real human, so don't hang up upon hearing his dad's recorded message.

**BORIS THE SPIDER**  
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